

A FULLY ANIMATED FANTASY ADVENTURE

# RINGS OF ZILFIN™



**SSI**™

**APPLE®**

48K disk for Apple II  
with Applesoft  
ROM, II+, IIe  
and III.

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**STRATEGIC SIMULATIONS, INC.**



**ZILFINS** — Mighty wizards who established in the town of Batiniq an enchanted realm of peace and prosperity. Their crowning achievement was the creation of two rings which, worn together, endowed the wearer with supernatural power.

**LORD DRAGOS** — A fiendish necromancer who now holds Batiniq in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility.

*The sole hope for thwarting this evil is . . . you.*

Possessing innate magical ability, you set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord.

Your wondrous journey unfolds in RINGS OF ZILFIN, a fantasy game whose revolutionary graphics add an unprecedented realism to the action you direct. The fully animated scrolling screen grants you step-by-step control as you journey through the dangerous expanses of Batiniq. A host of characters, including elves, dragons, kings, and sorceresses, might provide helpful clues. But the tyrant's monstrous minions,

such as flying skulls, shape shifters, goblin monks, and death ray demons, threaten constant attack. Destroy them with arrows or swords or the protective properties of special plants.

But your best weapon comes from developing your latent powers until you attain the status of Grand Master Wizard and can weave potent spells.

Time grows short. Hasten to seek the fabled Zilfins and their incomparable Rings of Power. Then wield them well.

Screen displays shown are from the APPLE II. Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

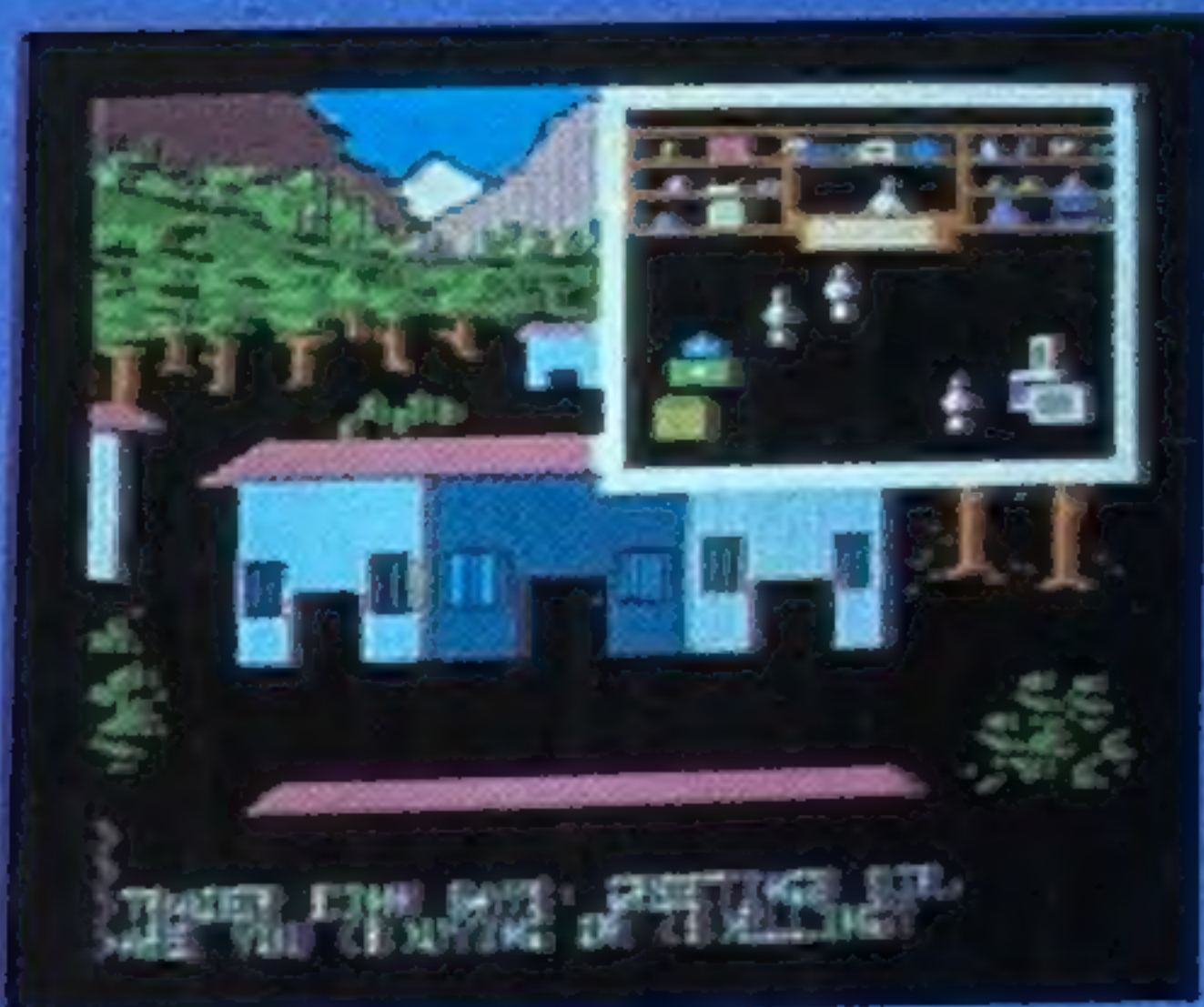
MADE IN U.S.A.



*The realm of Batiniq.*



*An encounter with Bogum, dragon of legend.*



*Shopping for supplies in Tel-Biz.*



*Greetings from the Elven King.*



*Proceeding through a tunnel in the forest.*



*Exploring a dungeon.*



*A fireside chat with a party of dwarves.*



# RINGS OF ZILFIN

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- Explore the realm of Batiniq: 3 nations, 27 towns and villages, two dungeons, plus much more.
- Meet and converse with over 100 local inhabitants.
- Battle dozens of monsters such as goblins, trolls, shape shifters and demons.

- Utilize your resources of assorted weapons, armor, plants and magical pools in your dangerous quest.
- Choose from among several modes of magical and physical combat.
- Enjoy full animation in all phases of the game.





**RINGS OF ZILFIN** was designed by **Ali N. Atabek**.  
■ **PLAYING TIME:** 30 to 40 hours. ■ Fully animated in all phases of the game.  
Box cover design/illustration by **LOUIS HSU SAEKOW** and **CHRISTOPHER WHITE**.  
Includes graphics routines from Penguin Software's Graphics Magician®.



**RINGS OF ZILFIN** was designed by Ali N. Alabek. Includes graphics routines from Penguin Software's Graphics Magician. ■ Fully animated in all phases of the game. ■ Fully animated by Louis HSU SACKOW and CHRISTOPHER WHITE. ■ Box cover design/illustration by Louis HSU SACKOW and CHRISTOPHER WHITE. ■ Playing time: 30 to 40 hours. ■ A Remington-Rand game.

**ZILTINS** — Mighty wizards who established in the town of Batinid an enchanted realm of peace and prosperity.

**LORD DRAGOS** — A fiendish necromancer who now holds only its mate to attain invincibility.

The sole hope for thwarting this evil is . . . you!

[illegible]





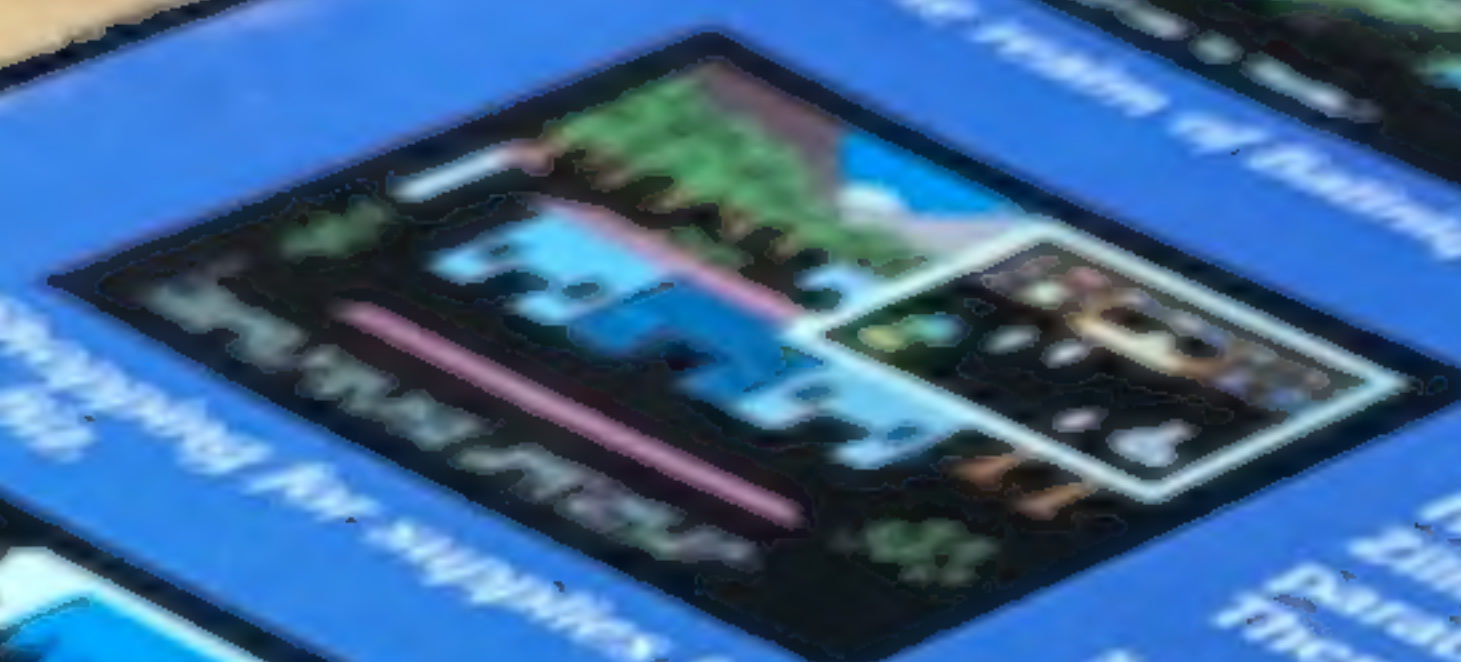
**Wizard's Tower** — A fantasy adventure who established in the course of his quest for the legendary realm of peace and prosperity. The game is a strategic simulation of the creation of a new world. The player must build a kingdom, establish the borders with neighboring kingdoms, and conquer the evil forces of the world.

**Dragon's Breath** — A powerful magic spell that can be used to destroy the enemy's army. The player must use this spell wisely, as it is a powerful weapon that can be used to destroy the enemy's army.

**Dragon's Breath** — A powerful magic spell that can be used to destroy the enemy's army. The player must use this spell wisely, as it is a powerful weapon that can be used to destroy the enemy's army.



The realm of Beldin



Shopping for supplies in the city



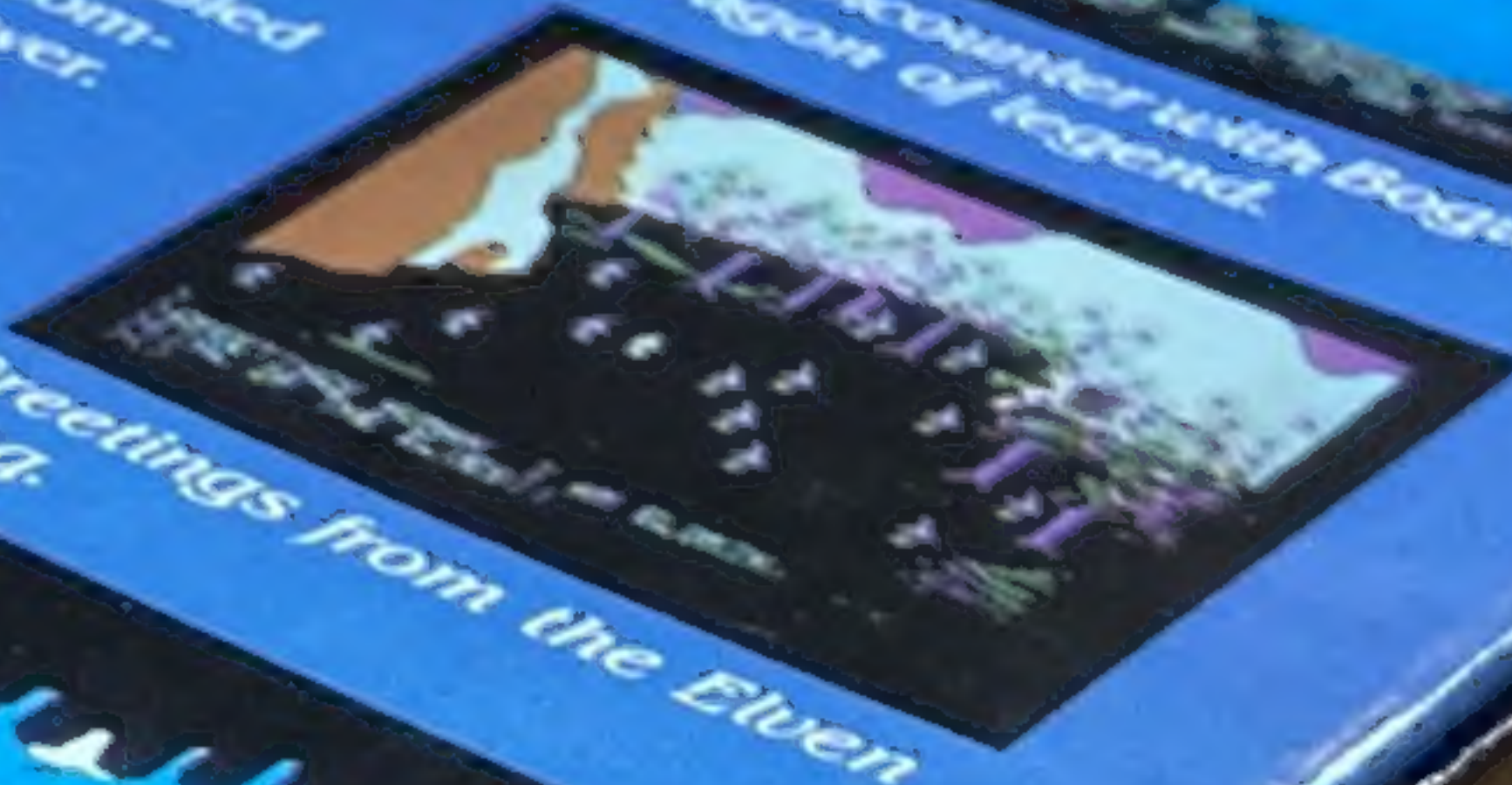
Proceeding through a tunnel in the forest



Exploring a dungeon



A fireside chat with a party of dwarves



Greetings from the Elven King



An encounter with Beldin, dragon of legend



STRATEGIC SIMULATIONS INC

APPLE  
FRONT SIDE:  
Game Disk 2

# RINGS OF ZILFIN

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BACK SIDE:  
Game Disk 3

RINGS OF ZILFIN

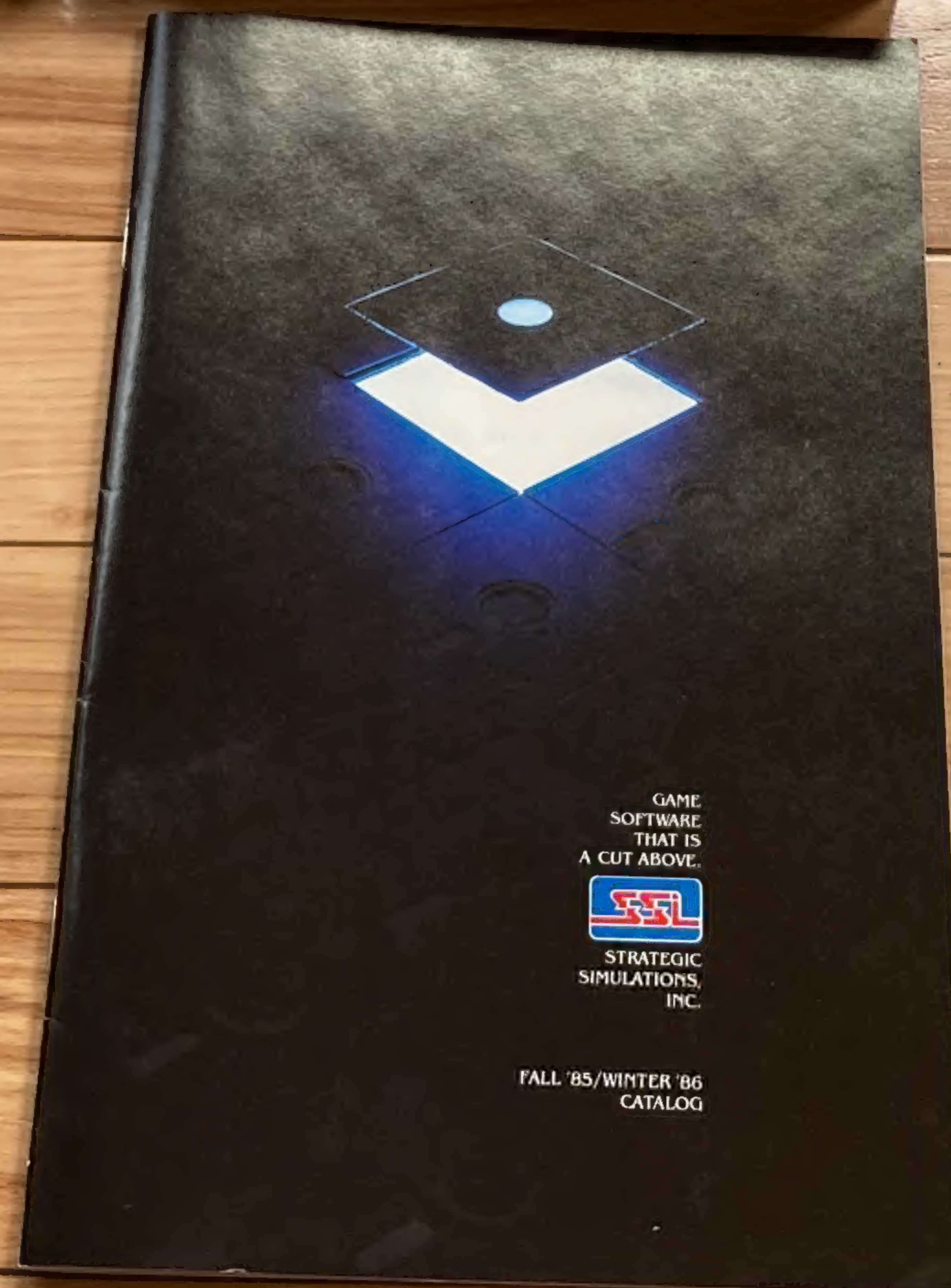
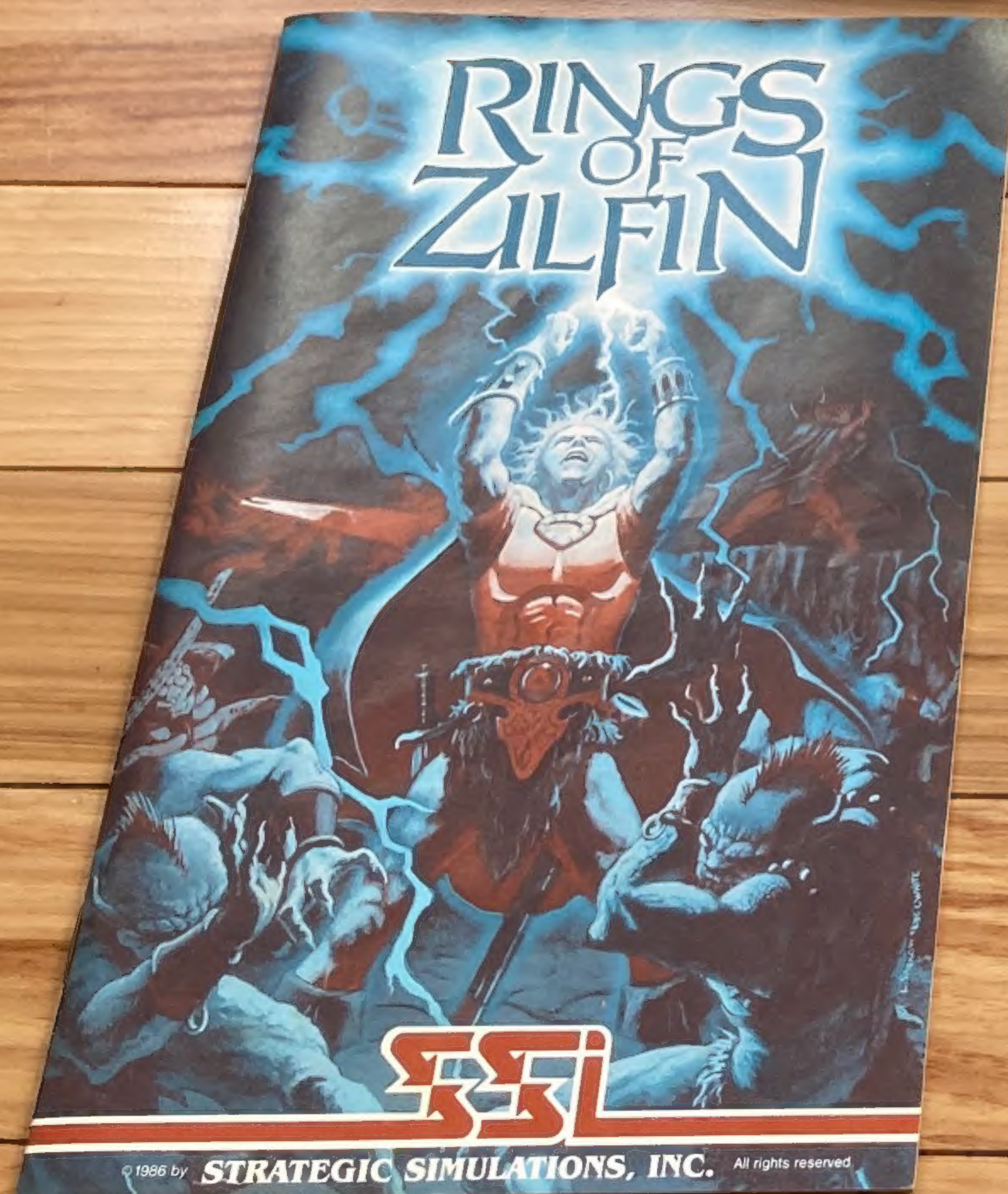
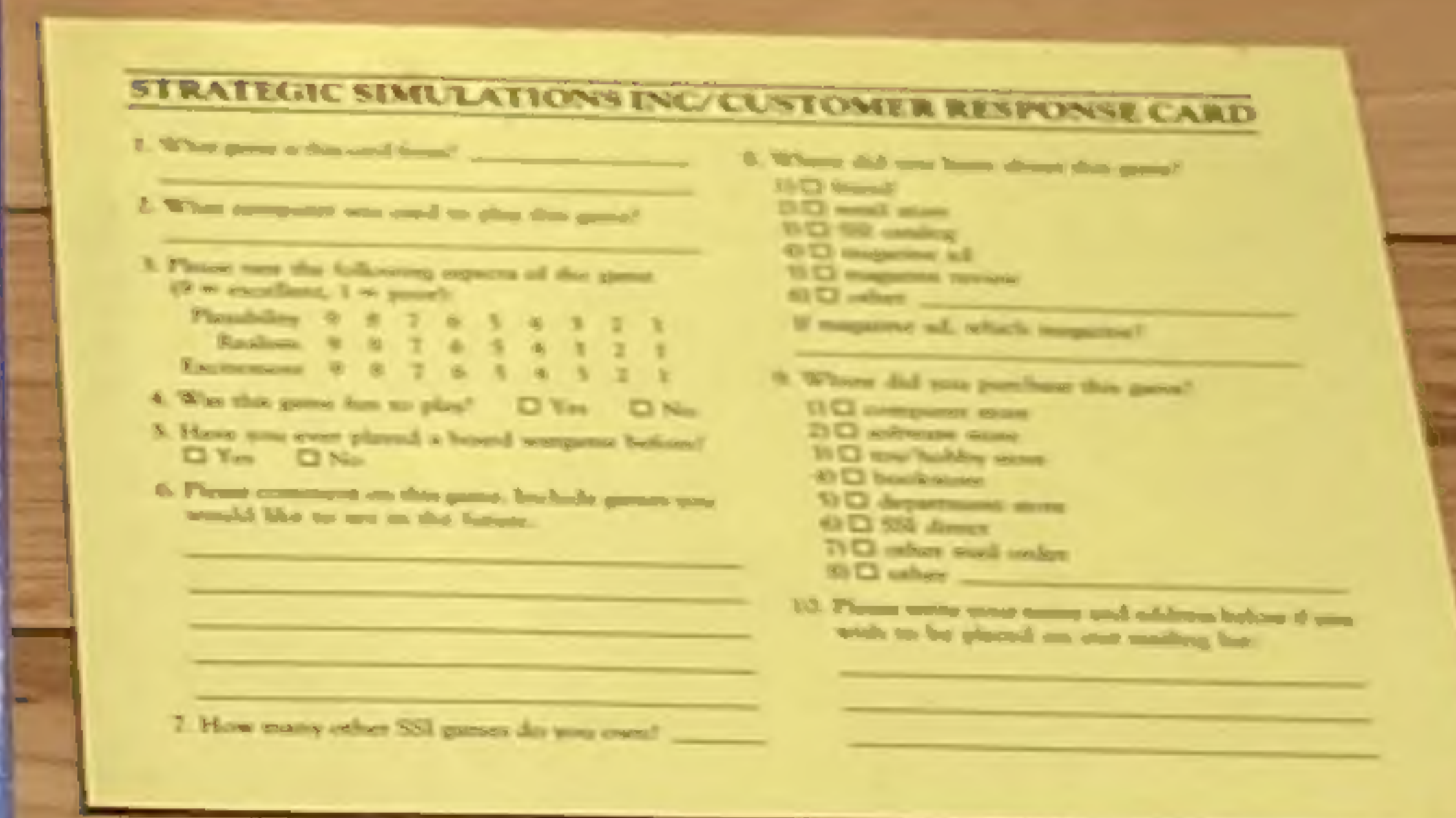
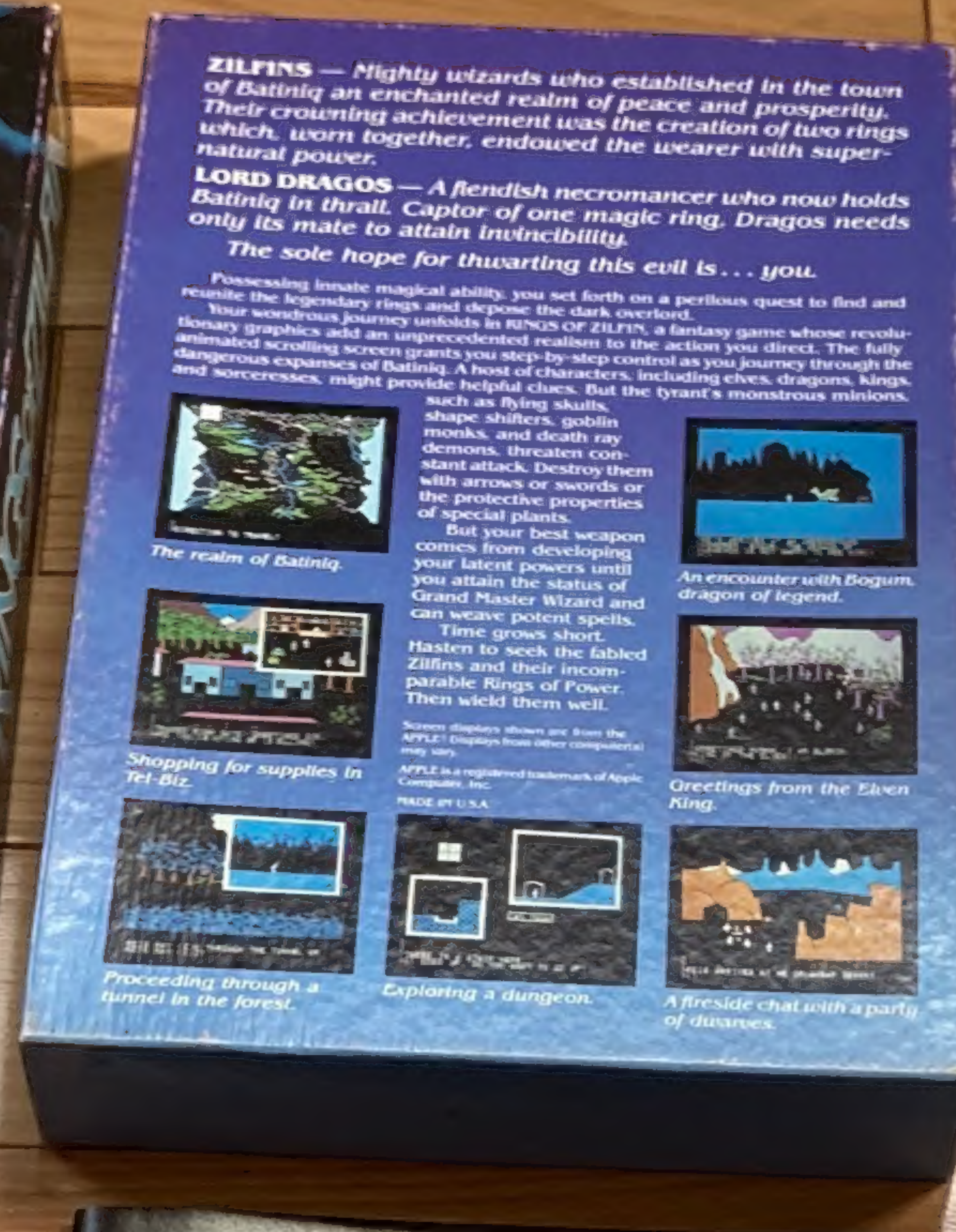
GAME  
SOFTWARE  
THAT IS  
A CUT ABOVE.



STRATEGIC  
SIMULATIONS,  
INC.

FALL '85/WINTER '86  
CATALOG



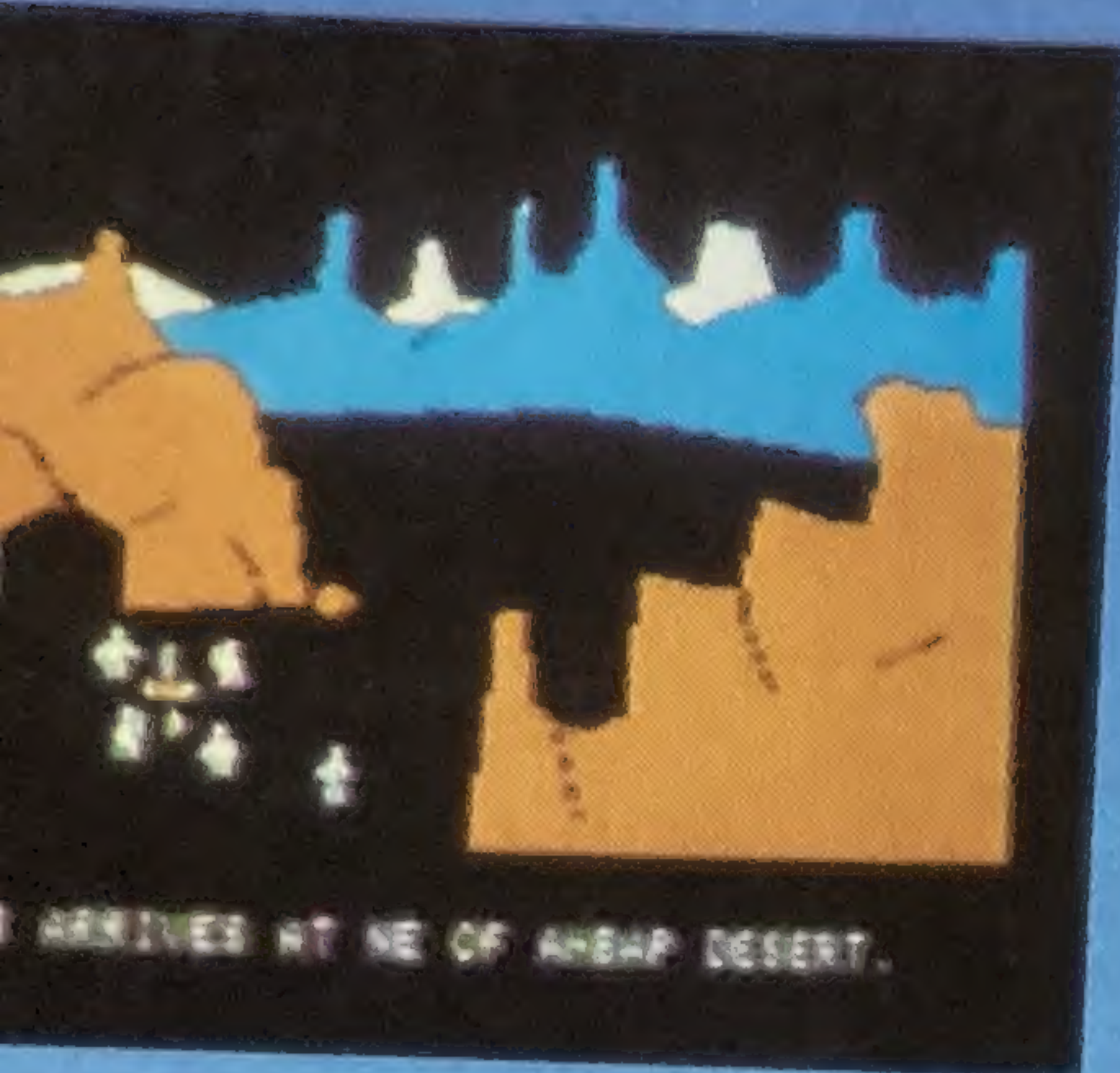




ragon of legend.



meetings from the Elven  
g.



eside chat with a party  
varves.

7. How many other SSI games do you own? \_\_\_\_\_

APPLE®

# RINGS OF ZILFIN

Game Disk 1

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wish to be placed on our mailing list:

7. How many other SSI games do you own? \_\_\_\_\_





APPLE<sup>®</sup>

FRONT SIDE:  
Game Disk 2

# RINGS OF ZILFIN

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BACK SIDE:  
Game Disk 3



APPLE®

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Game Disk 2

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GAME  
WARE  
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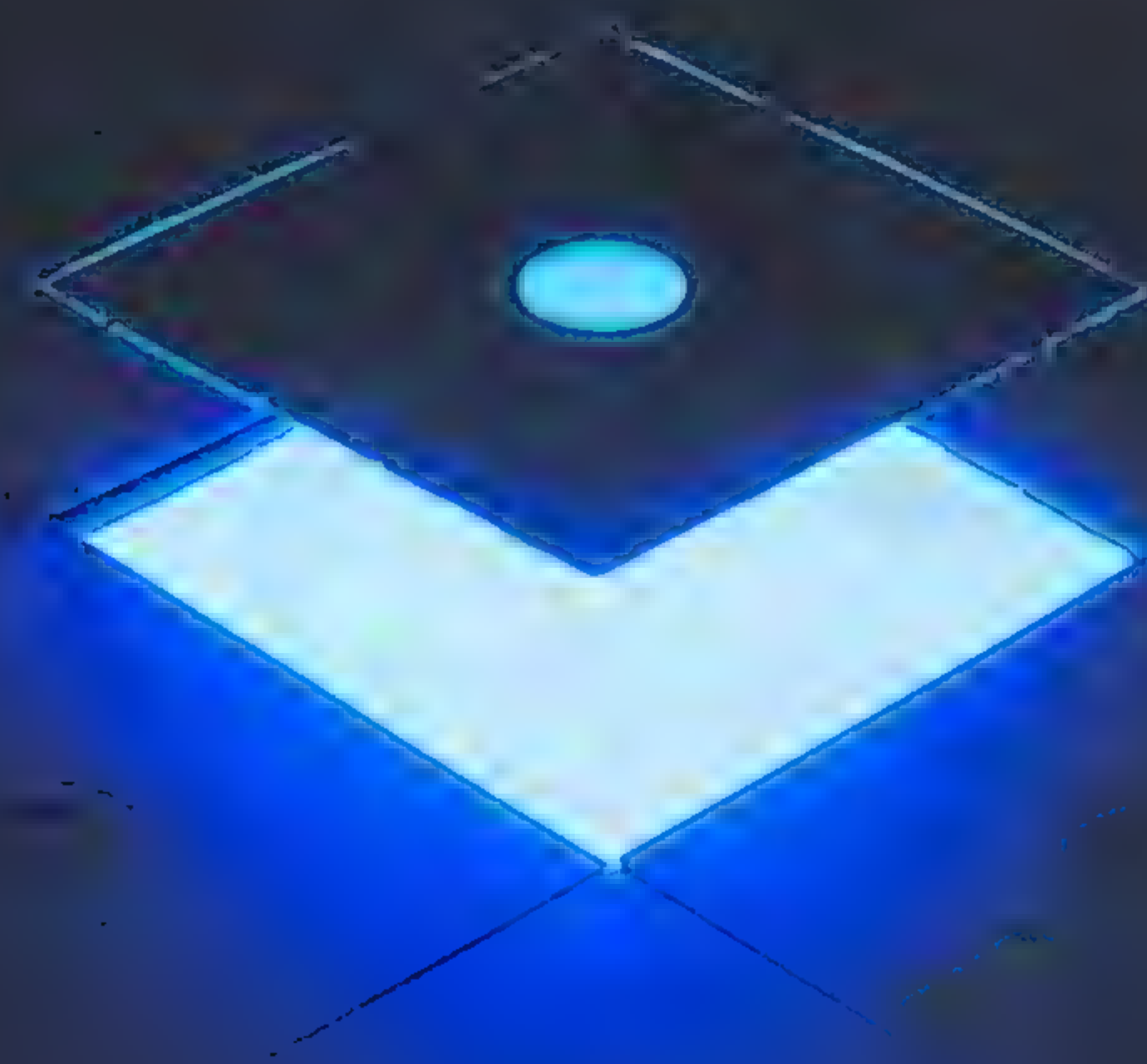
R '86  
ALOG











GAME  
SOFTWARE  
THAT IS  
A CUT ABOVE.



STRATEGIC  
SIMULATIONS,  
INC.

FALL '85/WINTER '86  
CATALOG

### STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

1. What game is this card from? \_\_\_\_\_
2. What computer was used to play this game? \_\_\_\_\_
3. Please rate the following aspects of the game  
(9 = excellent, 1 = poor):  
Playability 9 8 7 6 5 4 3 2 1  
Realism 9 8 7 6 5 4 3 2 1  
Excitement 9 8 7 6 5 4 3 2 1
4. Was this game fun to play? ☐ Yes ☐ No
5. Have you ever played a board wargame before?  
☐ Yes ☐ No
6. Please comment on this game. Include games you  
would like to see in the future.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
7. How many other SSI games do you own? \_\_\_\_\_
8. Where did you learn about this game?  
1) ☐ friend  
2) ☐ retail store  
3) ☐ SSI catalog  
4) ☐ magazine ad  
5) ☐ magazine review  
6) ☐ other \_\_\_\_\_  
If magazine ad, which magazine? \_\_\_\_\_
9. Where did you purchase this game?  
1) ☐ computer store  
2) ☐ software store  
3) ☐ toy/hobby store  
4) ☐ bookstore  
5) ☐ department store  
6) ☐ SSI direct  
7) ☐ other mail order  
8) ☐ other \_\_\_\_\_
10. Please write your name and address below if you  
wish to be placed on our mailing list:  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# SSI's COMPLETE LINE OF GAMES

For the next eight pages, you'll be getting a complete, but quick overview of all of our games. They fall into five major categories:

- Wargames
- Sports & General Topic
- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

Each game is further categorized as either Advanced, Intermediate, or Introductory

ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this is for you.

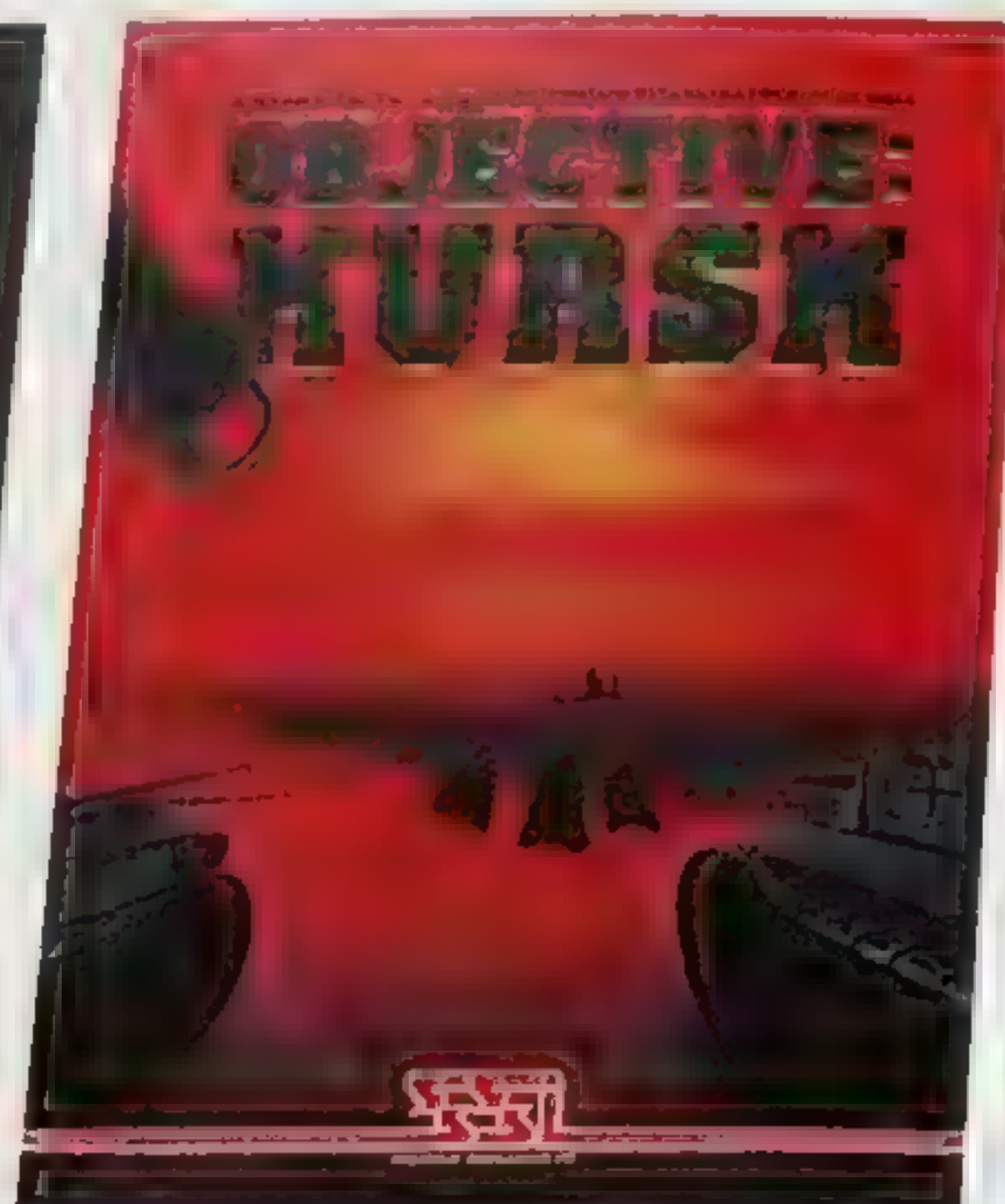
INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

INTRODUCTORY means that everyone can play. It doesn't mean the game is simple to understand. A quick glance at the box art will be all that's needed to start play. For a complete list of our games broken down by computer, please see page 13. You'll also find ratings for playability and excitement derived from our customer response.

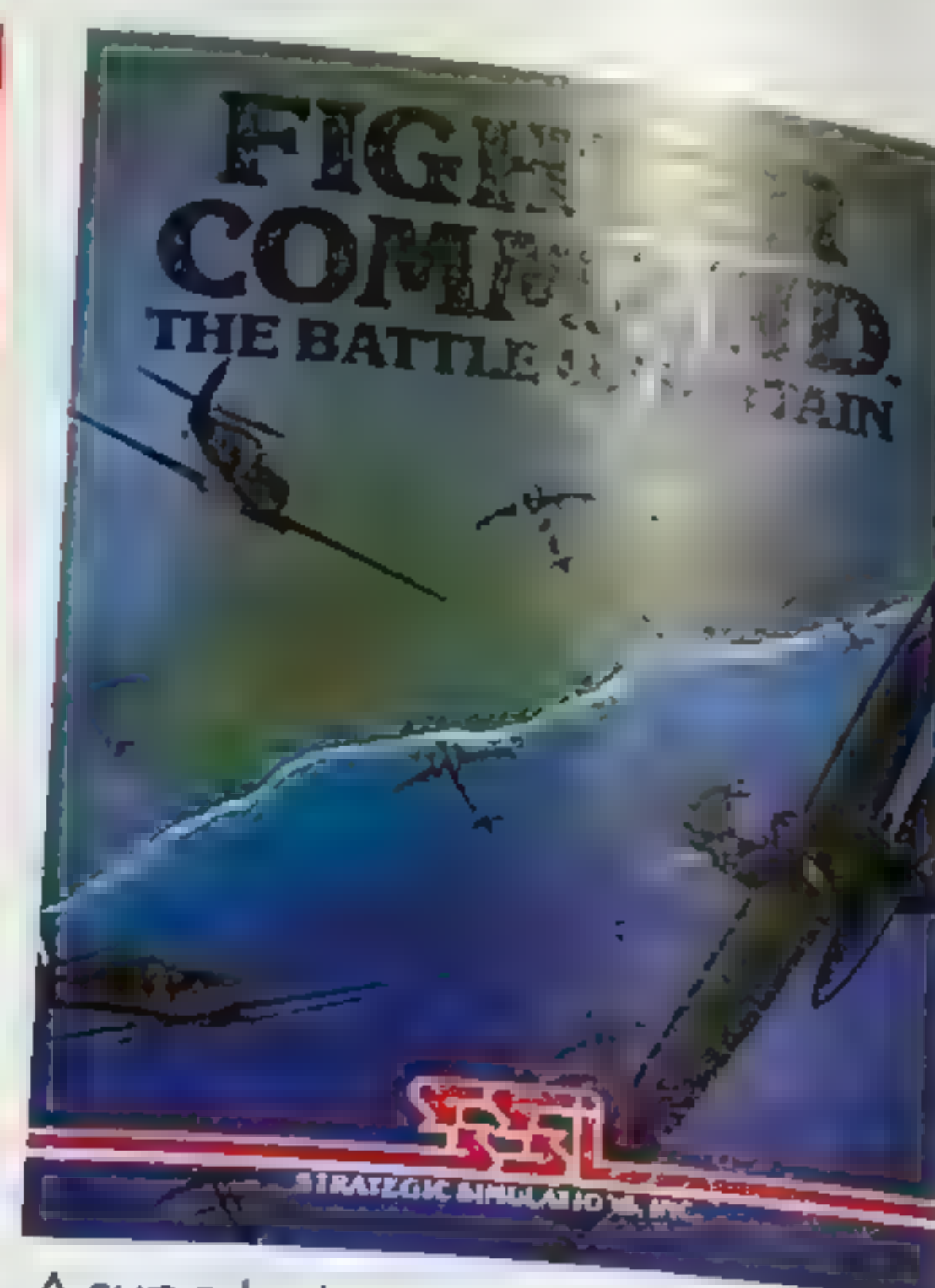
WARGAMES



New, improved edition lets you wage World War II man-to-man combat 40x faster than before! By Ed Williger & Larry Strawser. ADVANCED. APPLE, ATARI & C-64.

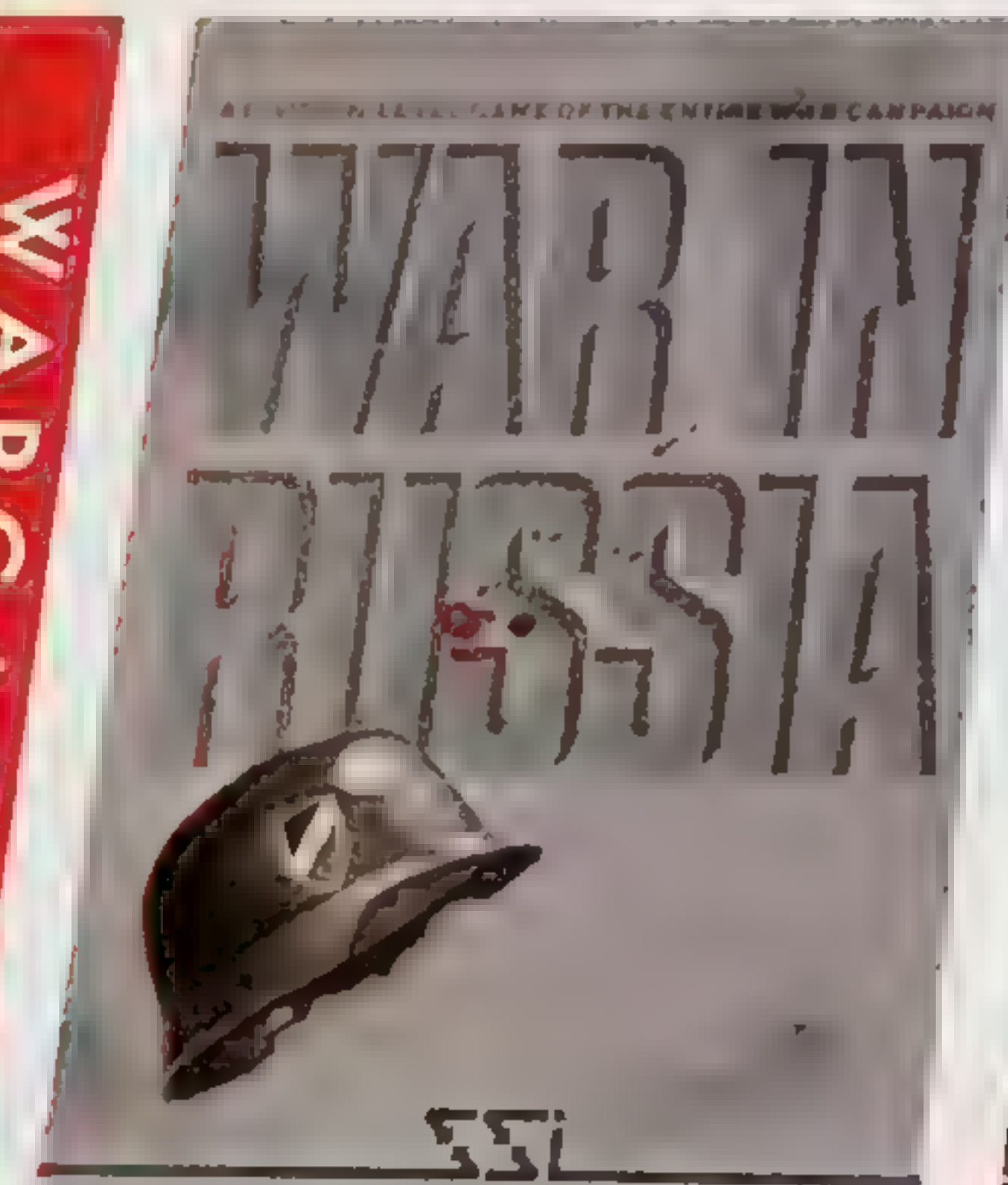


A very detailed grand-tactical simulation of the Battle of Kursk, Russia in 1943 involving more than 4000 tanks. By Gary Grigsby. ADVANCED. APPLE & ATARI.

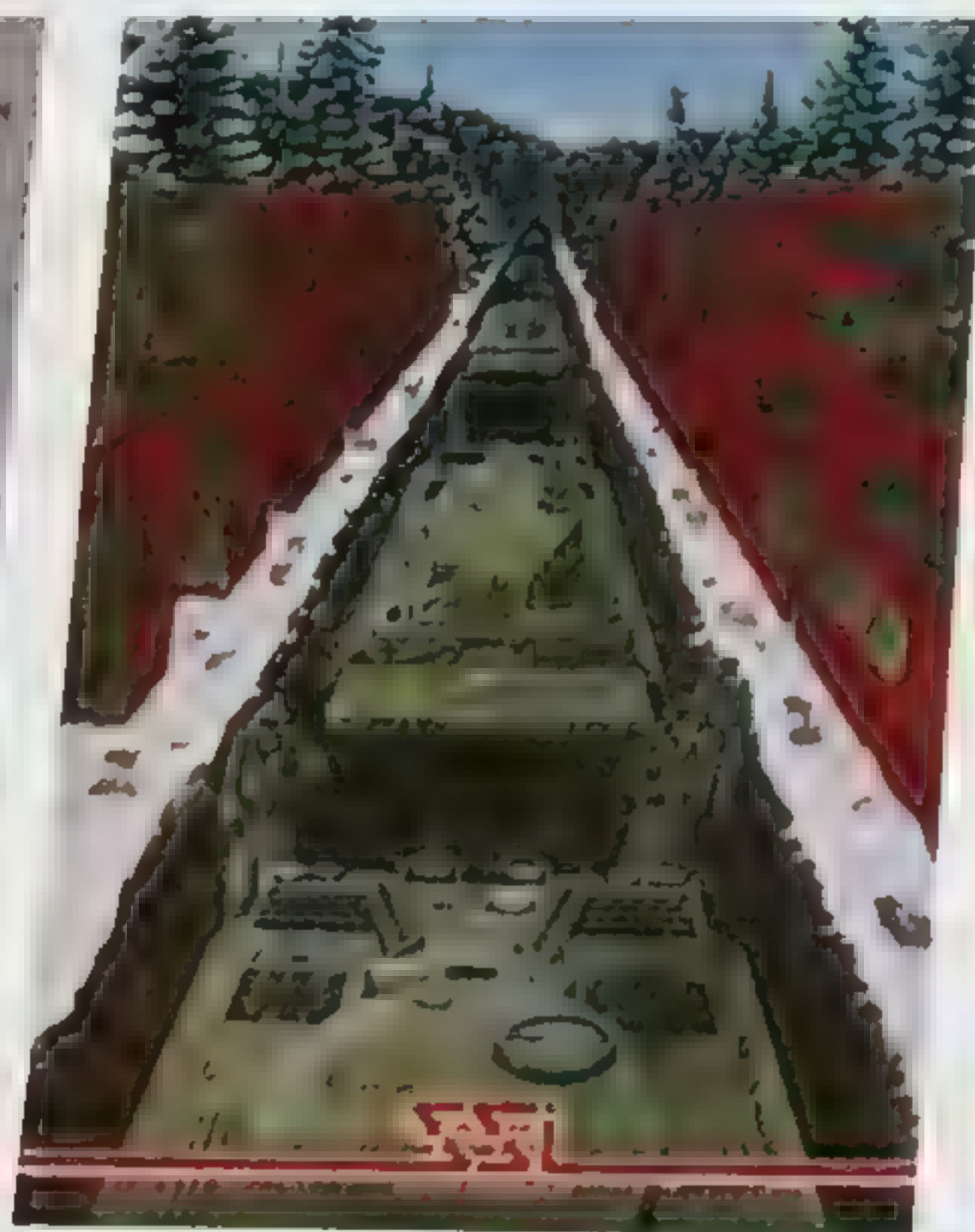


A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain. By Charles Merrow & Jack Avery. ADVANCED. APPLE & C-64.

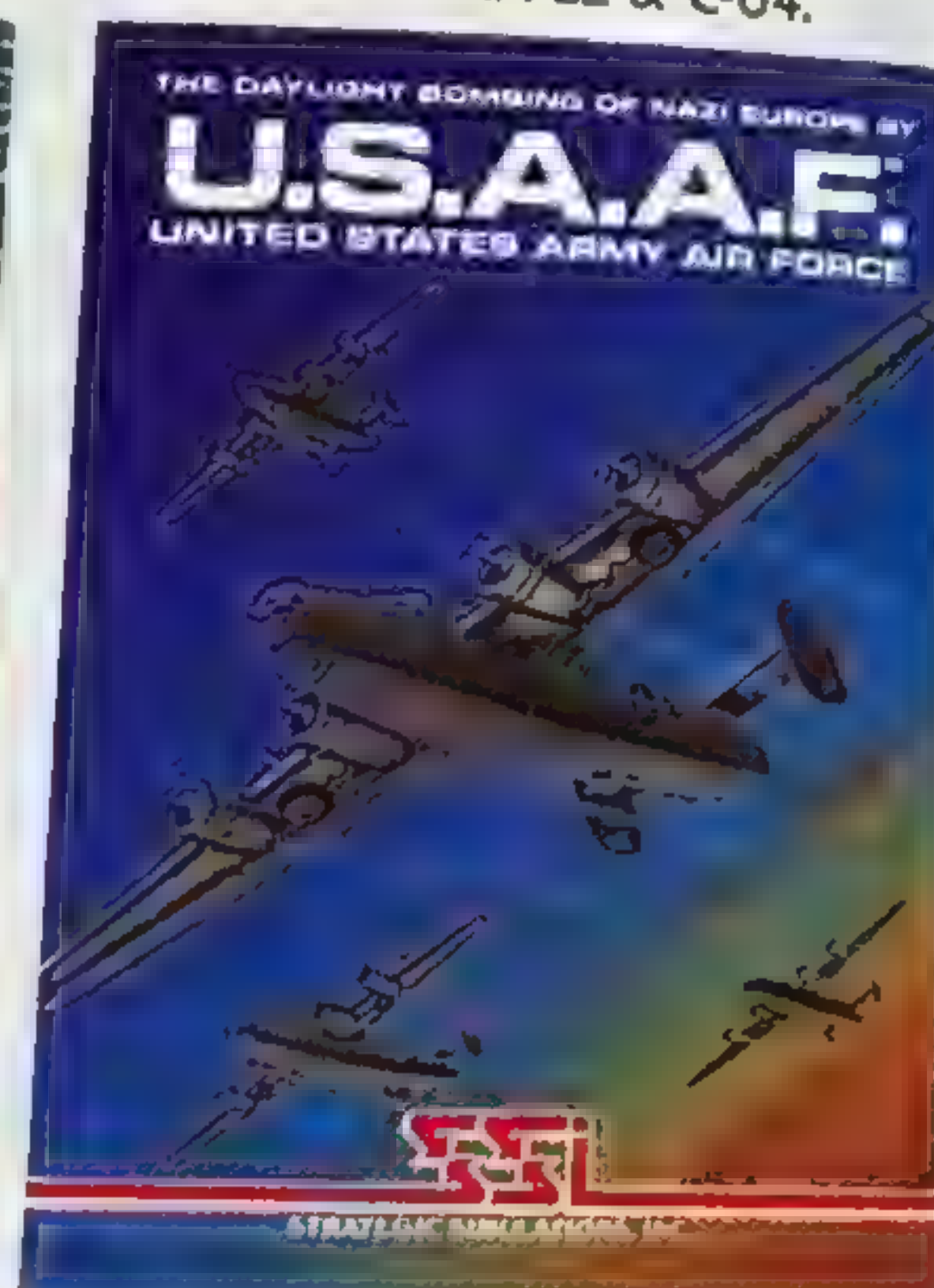
WARGAMES



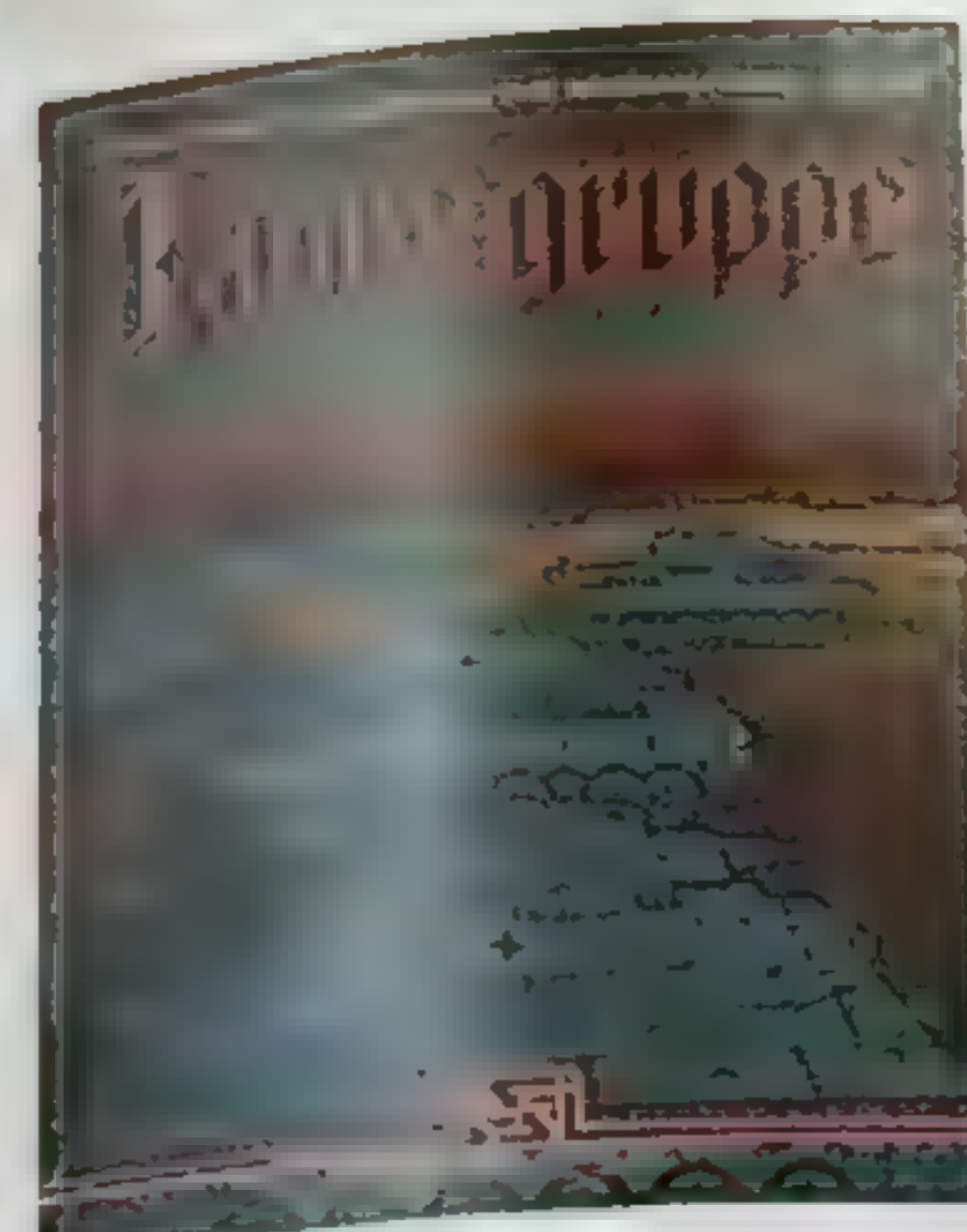
If you call yourself a bona-fide wargamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby. ADVANCED. APPLE & ATARI.



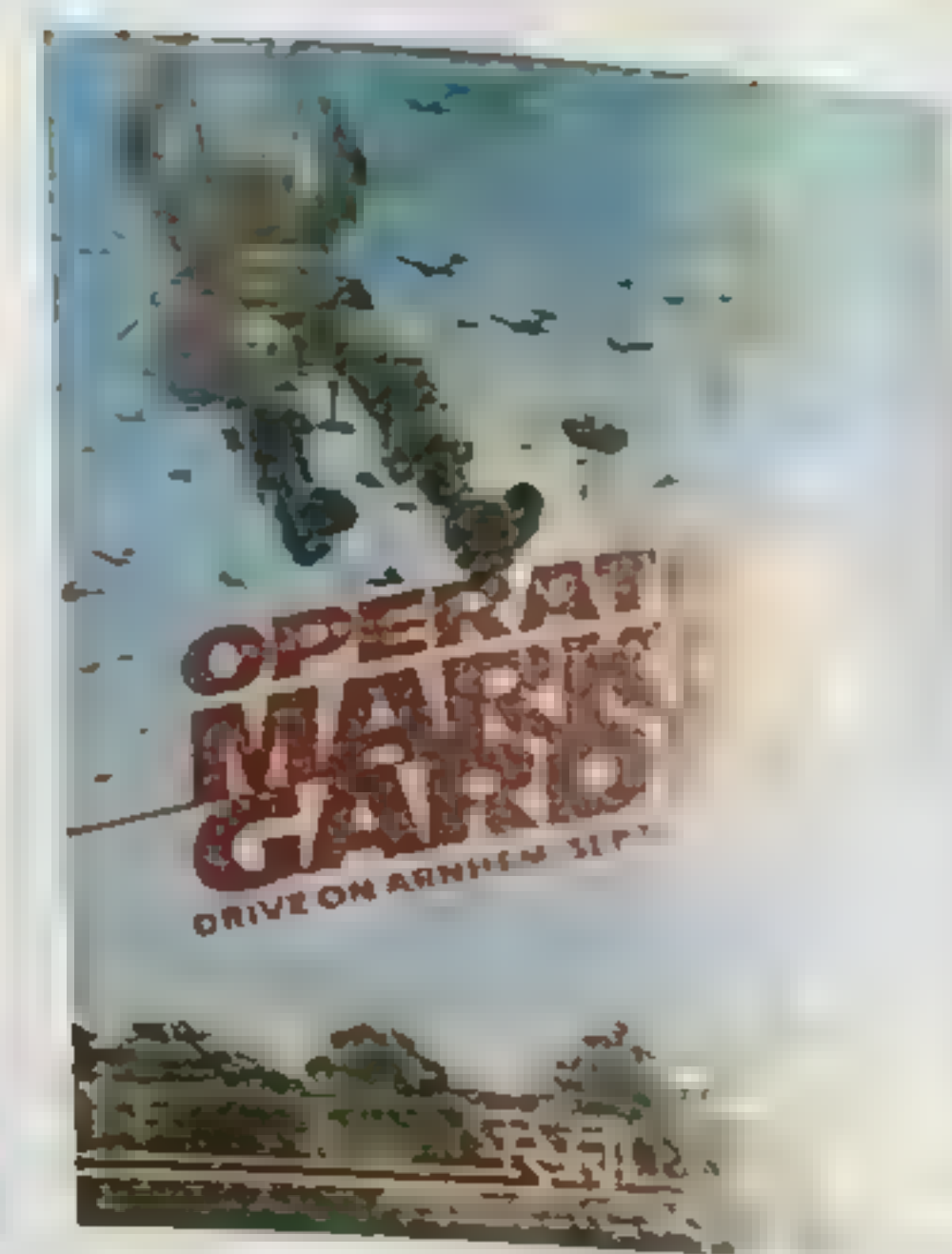
Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge. By Dave Landrey & Chuck Kroegel. ADVANCED. APPLE, ATARI & C-64.



Direct or defend against the daylight bombing of Nazi Germany's industrial centers by the United States Army Air Force. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.



A tactical game of armored warfare that encompasses almost all ground weapons used on the Russian Front from 1941-45. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.



The massive Allied airborne capture the bridges of Holland. By Dave Landrey & Chuck Kroegel. Contains ADVANCED and INTERMEDIATE games. APPLE, ATARI & C-64.



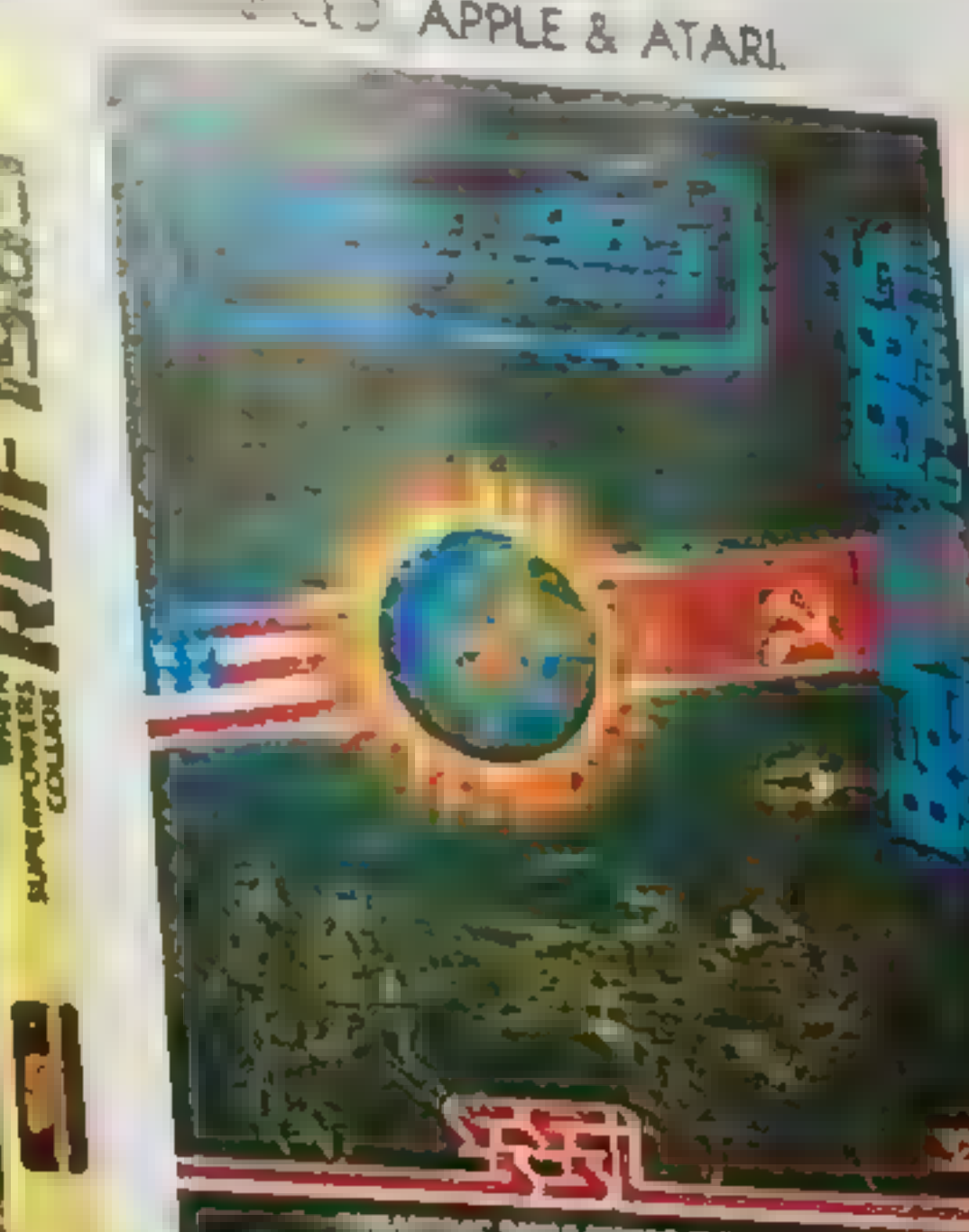
West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating. ADVANCED. APPLE & ATARI.



NATO forces must repel the Soviet invasion of West Germany...when superpowers collide! By Roger Keating. ADVANCED. APPLE & C-64.



The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating. ADVANCED. APPLE & C-64.



West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating. ADVANCED. APPLE & C-64.



Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.



A tactical simulation of modern armored warfare that features over 70 different weapon types. By Gary Grigsby. ADVANCED. APPLE & C-64.



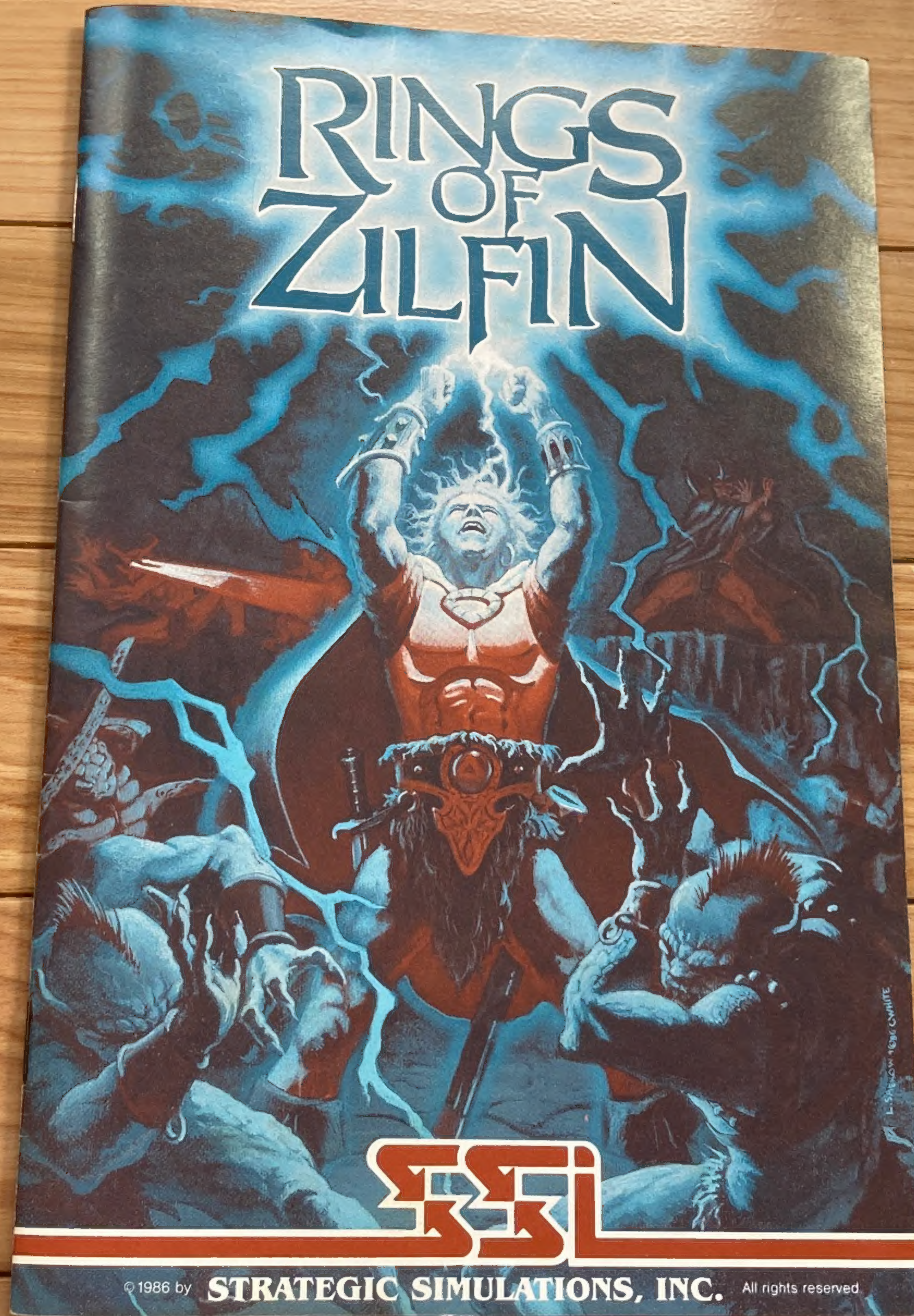
NATO's ski infantry try to regain Norway from Soviet control in this fourth game of the "Superpowers" series. By Roger Keating. ADVANCED. APPLE & C-64.

WARGAMES

WARGAMES



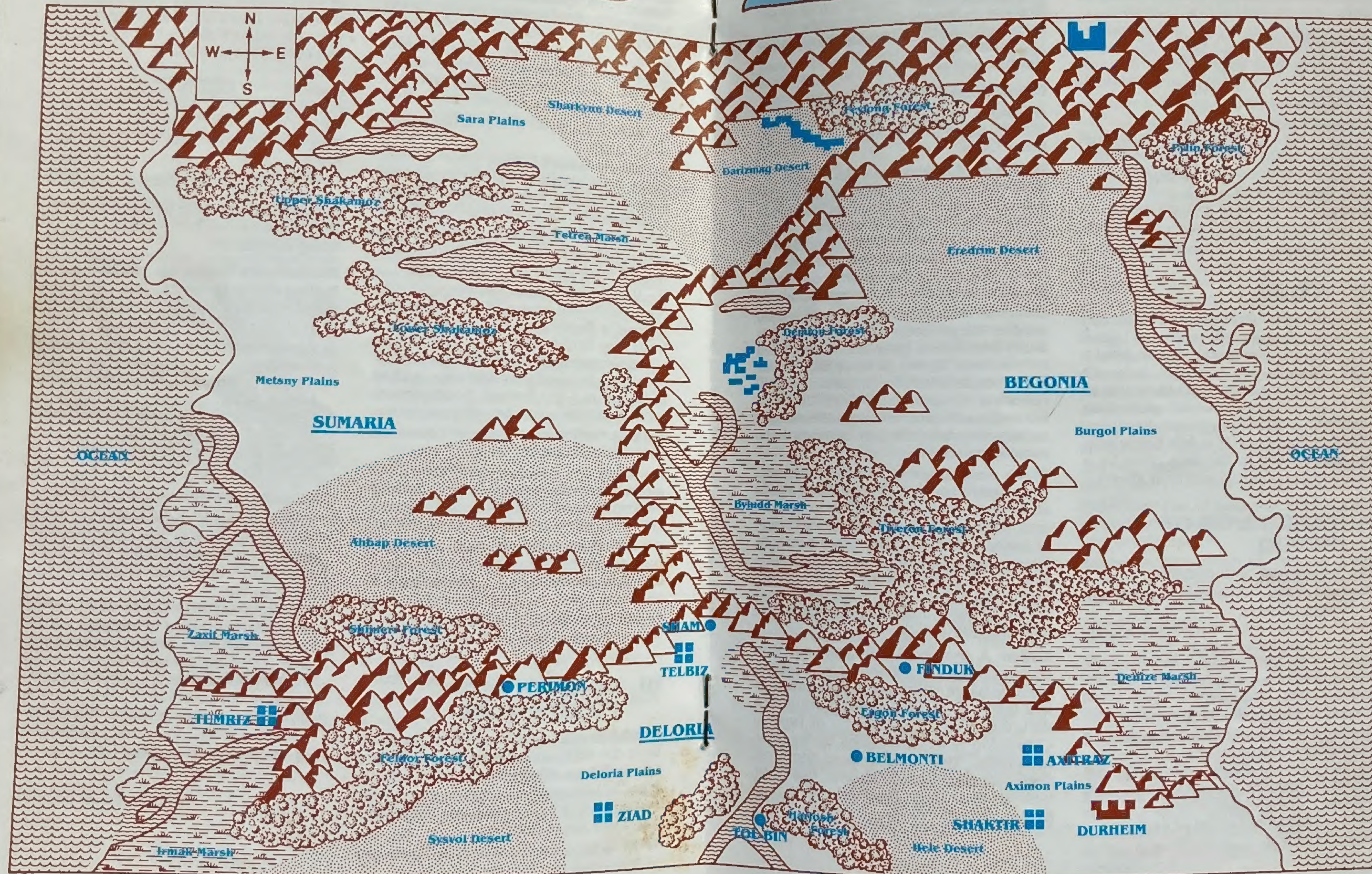
# RINGS OF ZILFIN



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# RINGS OF ZILFIN







current position.

**Cast** — Cast the currently prepared spell once. Eevei class spells will fire up from the hero's current position.

**Prepare Spell** — Same as during travel.

**Flee** — Attempt to end the combat by eluding the attackers.

In general, the hero's position is adjusted by moving the joystick left or right. To shoot at the flyers, set the highlight to arrow or cast and press the Fire Button.

#### Standard Combat Menu

When dark forces confront our hero, the standard combat menu will be displayed. Options are selected by *holding down the Fire Button while moving the joystick* forward or back. Releasing the button selects the highlighted option.

**Inventory/Use** — Same as during travel.

**Arrow** — Selects bow and arrow as the hero's current weapon. Requires a direction.

**Sword** — Selects sword as the hero's current weapon. Requires a direction.

**Look** — Same as during travel. Best utilized after the battle.

**Cast** — Casts the currently prepared spell once. Eevei class spells require a direction.

**Prepare Spell** — Same as during travel.

**Flee** — Same as during night combat.

For attacks with arrows, sword, and Eevei class spells, the direction of the attack must be chosen after the option is selected and the Fire Button released. To indicate the direction of attack, simply move the joystick in the desired direction after selecting the option.

#### Town Menu

Upon entering a town or village, the Town menu will be displayed. Move the highlight by moving the joystick forward or backward until the desired item is highlighted. Then press the Fire Button.

**Cast** — Same as during travel.

**Prepare Spell** — Same as during travel.

**Offer** — Same as during travel.

**Word** — Same as during travel.

**First House, Second House, Third House** — Selecting any of these options

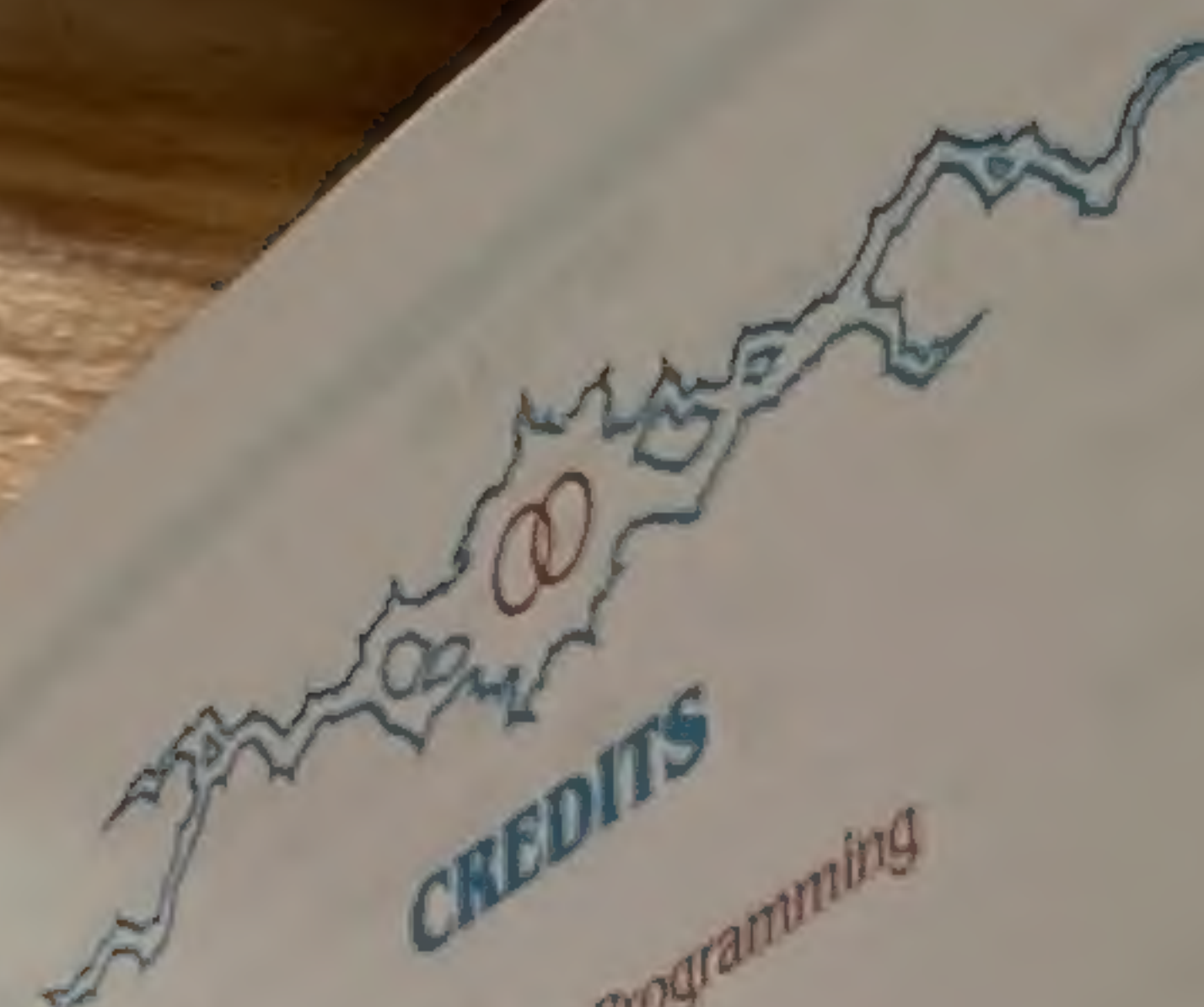
causes the hero to enter the corresponding building. The first house is the house on the left, the second house in the center, etc.

**Talk to Passers By** — Selecting this option allows the hero to be approached by a random towns person. After the person has approached, selecting "Talk to Passers By" a second time will elicit a conversation.

**Exit** — Selecting exit will cause the hero to exit a room, building, location, or conversation.

#### Miscellaneous

Occasionally the hero will be presented with special choices such as Yes/No or Go On/Exit Back. To make a selection, move the joystick until the highlight is over the desired response, then press the Fire Button.



#### CREDITS

Game Design & Programming  
Ali N. Atabek

Commodore 64 Conversion  
LDW Software

Game Development  
Jeffrey A. Johnson

In-House Playtesting  
Robert W. Calfee

Playtesting  
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Paul Norman, Scott Porter & Bill Thompson.

Art & Graphic Design  
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Ben Willemsen & Kathryn Lee

Typesetting  
Abra Type

Printing  
A&A Printers and Lithographers



## SPELLS

| SPELL     | CATEGORY | LEVEL | FATIGUE | DAMAGE | DESCRIPTION  |
|-----------|----------|-------|---------|--------|--|
| A. Jazzip | Eevei    | 1     | - 5     | 5      | The Jazzip spell throws a ball of fire in the chosen direction.  |
| B. Rektar | Eevei    | 2     | -20     | 40     | This spell is like Jazzip, but more powerful.  |
| C. Fagtar | Eevei    | 3     | -40     | 99     | Most powerful of Eevei spells. Directs a ball of pure energy to your enemy.                            |
| D. Stohle | Hainn    | 3     | -75     | —      | Used in combat. Effective against all your foes at once. Temporarily disables their ability to attack. |
| E. Buzzap | Hainn    | 1     | -15     | 5      | Lightning strikes all your enemies.  |
| F. Parthl | Hainn    | 3     | -35     | 30     | Six times more powerful than Buzzap.   |
| G. Ekbert | Zulfarr  | 1     | -10     | —      | Gives an insight into your enemy's strength, endurance and combat skills.                              |
| H. Ak-Lin | Brynox   | 1     | -20     | —      | Raises a magical shield which will absorb hits worth 50 points from hostile forces.                    |
| I. Ilk-Be | Brynox   | 2     | -35     | —      | Similar to Ak-Lin, but will absorb 99 hit points.  |
| J. Ud-Bar | Zulfarr  | 2     | -90     | —      | Immediate teleportation to your destination. To be used only in open country in travel phase.          |
| K. Warton | Zulfarr  | 1     | -25     | —      | To be cast just before entering a room. Protects you from any theft. Good for one day.                 |
| L. Zytrom | Hainn    | 2     | -40     | 99     | Effective against Hrrulls. Requires possession of the staff from the Grumm Tree.                       |

## COMMANDS

- A Arrow attack.** Fire an arrow.
- C Cast a spell.** Cast the prepared spell.
- D Drink.** Drink water or other potions.
- E Enter.** Enter a door or other entrance.
- G Get.** Pick up visible objects, plants, etc.
- L Look for objects.** Look for and pick up visible objects.
- O Offer.** Offer objects to other characters.
- P Prepare.** Prepare a spell.
- R Rest.** Set up camp and rest.
- S Sword attack.** Attack with sword.
- T Talk.** Converse with other beings.
- U Use.** Use an object.
- X Exit.** Leave a location.
- W Word.** You can enter words.
- ESC Status.** Displays status and inventory.
- SPACE Walk/Stop.** Start or stop motion.
- BAR**

## MUSHROOMS & HERBS

- 1. Yurpin mushroom:**  
Increases your endurance.
- 3. Tergin mushroom:**  
Increases your fatigue factor.
- 5. Parzin mushroom:**  
Gives you maximum sword skill for one blow.
- 7. Fuhyin mushroom:**  
Provides nourishment equal to one unit of food.
- 2. Purlet:**  
Gives strength of 200 for one blow.
- 4. Mift:**  
Provides immunity from the next blow of the enemy.
- 6. Iola:**  
Antidote for poisoning. Restores endurance and fatigue factors.
- 8. Jinn:**  
Protection from the next five blows.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: **STRATEGIC SIMULATIONS, INC.**, 1046 N. Rengstorff Ave., Mountain View, CA 94043.  
Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).